PlayStation®

NTSC U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-00603

MEGA MAN LEGENDS™

CAPCOM®

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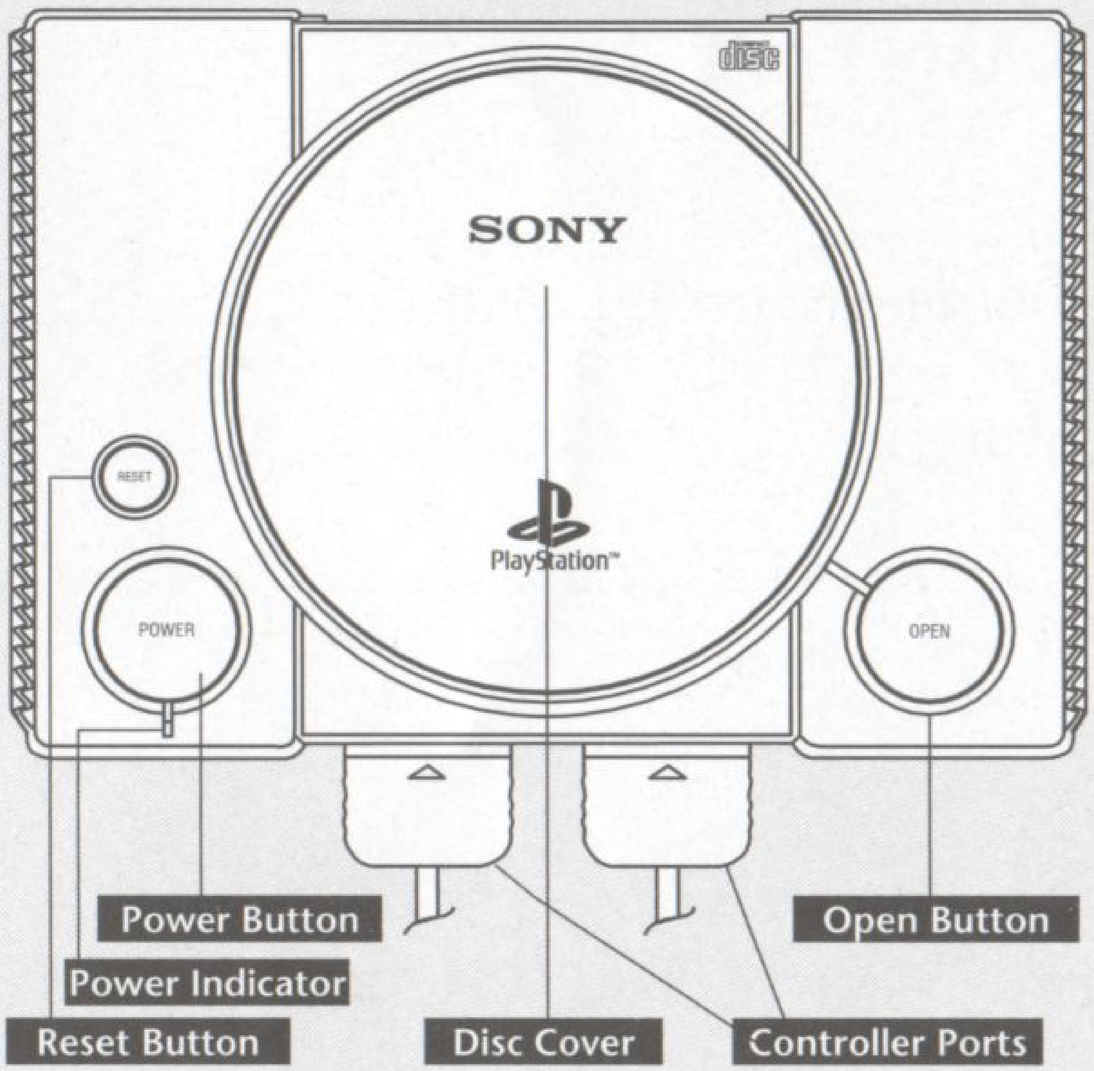
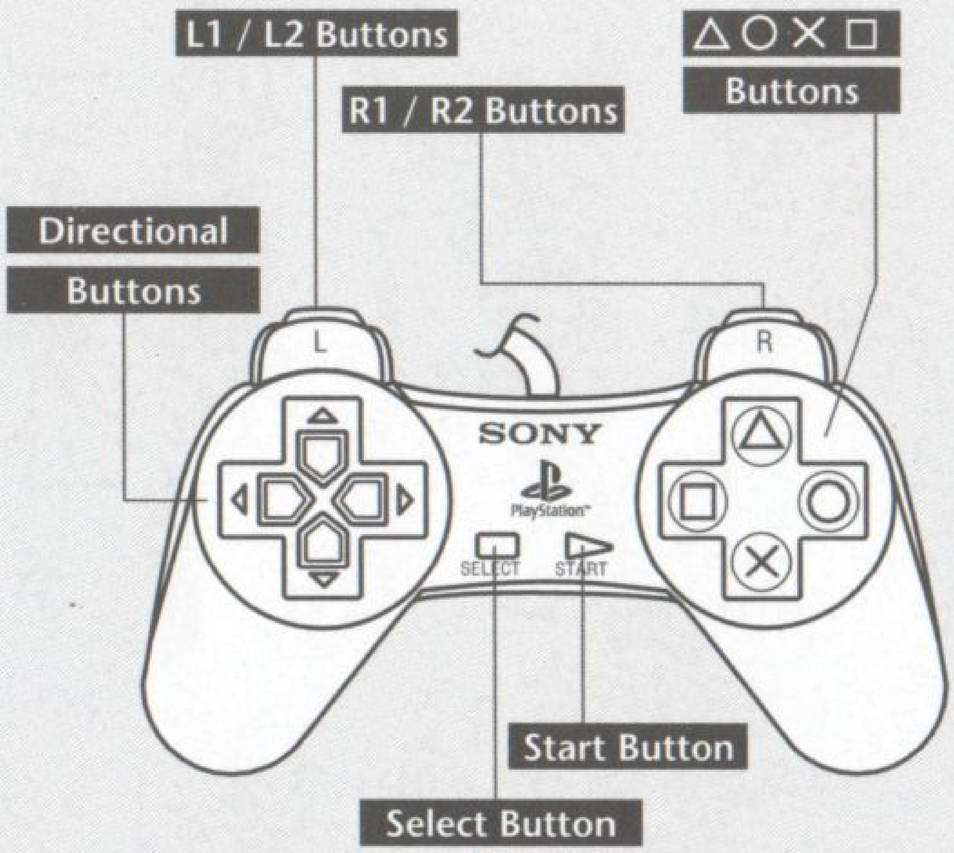




CONTROLLER

The **Directional buttons** is used to move Mega Man forward, backward, left and right, to slide, and to choose commands from menus.

Select

During a mission, the **Select button** displays a map of the caverns.

This button can also reset the game when used in tandem with the **Start button** as explained below.

Start

At the Title screen, the **Start button** will begin game play. During game play, the **Start button** opens the Menu screens, where you can select weapons, accessories, and other items.

If you hold down Select while pressing Start, you will reset the game.

L1, R1 move Mega Man left & right, either while standing or while using the **Directional buttons** to run or walk to the left/right.

R2-This button engages the weapon Lock On function (see p 11) for any currently selected and armed right -arm weapon. Lock On mode is available while firing a weapon. When not firing, **R2** + the **Directional buttons** Up/Down allows you to "look" up and down to view your surroundings (you never know what might be crawling around on the ceiling).

L2 button - This button is not used.

○ **button** - Use this button to search items.

□ **button** - Controls the Left Arm Weapon.

X **button** - Makes Mega Man jump during game screens and is the accept button during menu options.

▲ **button** - Controls the Right Arm Weapon during game screens and is the cancel button during menu options.

SPECIAL TECHNIQUES

Various actions:

Walk

Hold down the ○ **button**, then press **Directional buttons** (any direction) to make Mega Man walk slowly. This is excellent for sneaking up on people.

Hanging

When Mega Man jumps onto certain places he may hang or dangle from the edge holding on with his hands. To pull him up, continue pressing the up arrow key.

Quick Turn

To quickly turn Mega Man around, while walking in any direction quickly push any direction on the **Directional button** and press the □ **button**. This is good to use when you are running away from enemies.

Target Lock

When the lock function is on (See page 11) you can press the **R2 button** to lock onto enemies. As long as the enemy is in view this will automatically target the nearest enemy. This is especially useful when you are targeting fast moving enemies or enemies above the ground.

Push **X** to quickly roll to the side to avoid attack. When siderolling, Mega Man is invulnerable to attack but only until he is done rolling (so be careful).

Roller Dash

Once you acquire the Dash parts you will be able to perform the Roller Dash. Press the □ **button** to begin charging up Roller Dash. Once they have charged up enough power you will begin to move. Use the **Directional buttons** and the **R1 &L1 buttons** to control Mega Man. To stop, let go of the □ **button**. This is useful for moving quickly between areas.

STORY

In a world covered by endless water...

People are forced to eke out a living on the small patches of land that remain above the sea. The people of this world rely on ancient technology driven by quantum refractors, a powerful energy source. These refractors lie in ancient ruins underground and in the sea and are sought out by explorers called "Diggers." These brave explorers are the sole source of refractor energy which has become a cornerstone of the emerging civilizations.

Originally, this was the Diggers' only purpose; to find refractors so that civilization would endure.

However over the years, the story of an incredible treasure, the legendary Mother Lode, began to be whispered among the Diggers.

The Mother Lode...a treasure so great that were it discovered, it would provide so much power that the world need never fear of running out of energy.

In search of this Mother Lode, Diggers travel from one island to another in their flying machines ever hoping that they'll find what they seek just over the horizon.

Who can say what truly motivates the Diggers?

One day a well known digger, Barell Casket, found a baby in an archeological site. He named the baby Mega Man Voulnut, and raised him with his granddaughter Roll. Fourteen years have passed since the disappearance of Roll's parents while they were excavating a site. Mega Man and Roll have followed in the footsteps of Roll's parents in an effort to both discover the truth of their mysterious disappearance and to find the long lost family treasure...the Mother Lode

GAME START

Once the demo begins, press **Start** to reach the title screen. The title screen lets you start a new game, load a saved game or configure Options. Use the **Directional buttons** to select one of these choices:

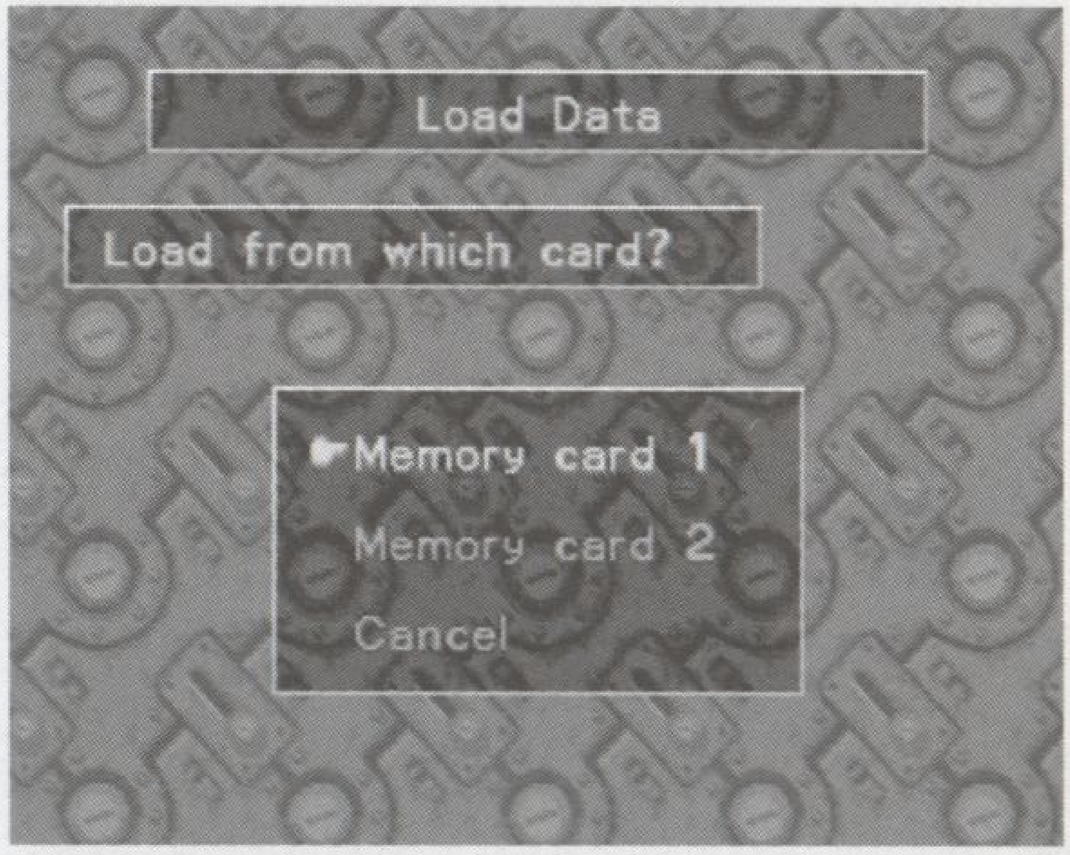
With New Game highlighted, press **X** or **Start** to begin a new game.

To load a saved game, use the **Directional buttons** to highlight Load Saved and press **Start** or **X**. Assuming you want to continue, say Yes to continue and access any previously saved games (see the explanation of Load and Save, below).

To see Options, use the **Directional buttons** to highlight Options, then press **Start** or **X** to view the Options menu. In the options menu you will be able to change the Operation settings, sound options, Lock On/Off, and Map On/Off.

SAVING AND LOADING GAMES

(requires memory card)



LOAD & SAVE

From the Title screen, highlight Load & Save. Press **X** or **Start** to continue, then highlight the saved game you want to load and press **X** or **Start** to select it and begin loading.

SAVE

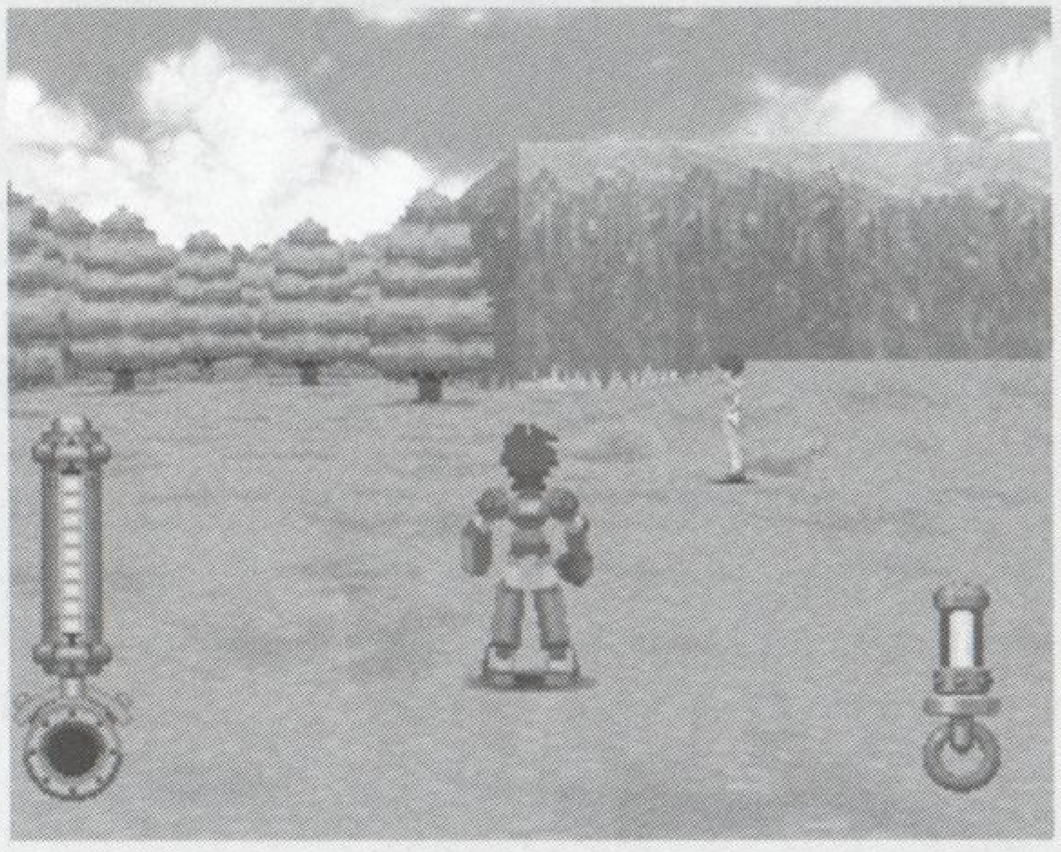
Throughout the game you can ask Data to call up the Save Game menu. While speaking with Data, highlight Save Game and press **X** or **Start**. You can save as many as five different games, or you can overwrite a previously saved game by saving a new game to its menu location.

Note: Be careful not to turn your PlayStation game console off or press reset while saving a game as it may erase other saved games.

GAME STAGES

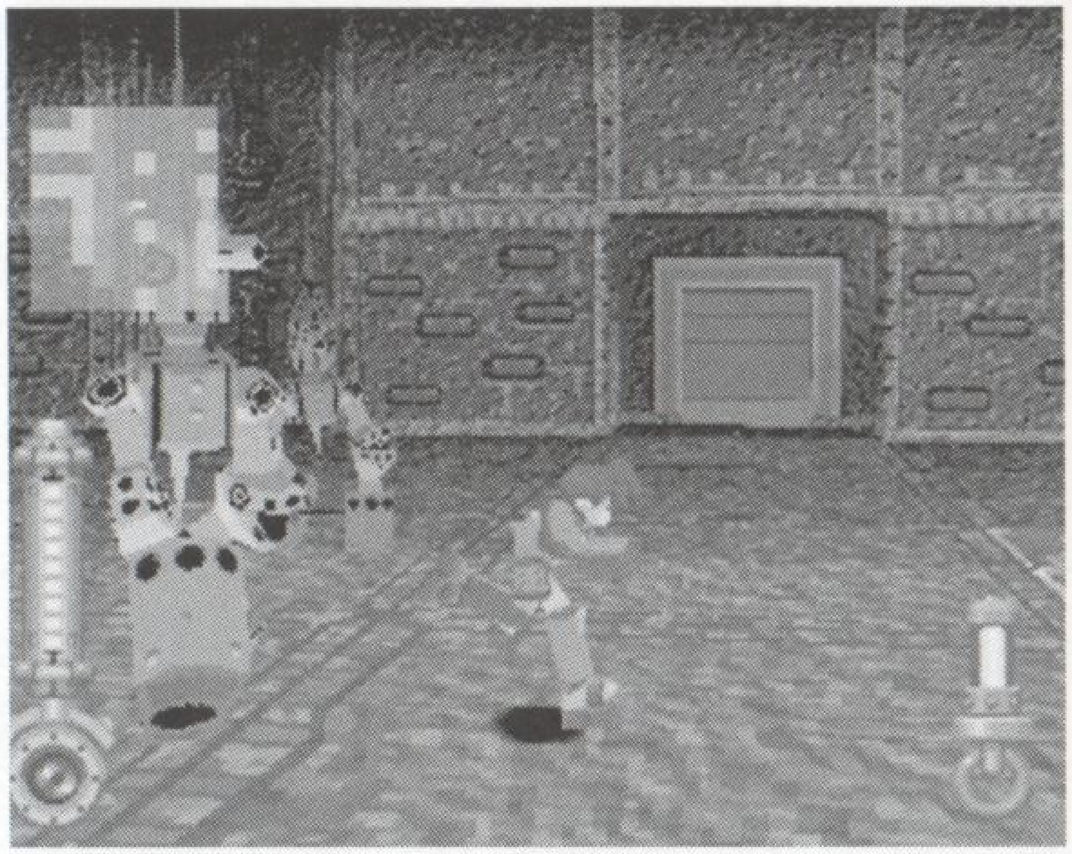
The world in which Mega Man, Roll and Barrel explore is divided into Normal areas and Battle areas. You will progress through the game by fully utilizing both areas.

Normal Areas



In these areas, you can collect information and clues by talking to and listening to people in the streets. It is in these areas where the storyline unfolds. You can not use weapons in these areas - only kicks.

BATTLE AREAS



In these dangerous areas, such as the underground caverns, you will meet and battle your enemies. Use your weapons or items freely to overcome these enemies and advance through the game.

How to Play

Practice Makes Perfect

When the game begins after the opening demo, a brief tutorial automatically appears for the first few areas you encounter. Learn how to use the general operations by following the on-screen instructions.

Life Shield

Mega Man is protected by a Life Shield. The shield limits the amount of damage you receive from enemies. Damage temporarily slows Mega Man down, but after a short peri-

od of time he will be back on his feet. If you find yourself destroyed and don't have any tokens, call out to Data to come fix you up.

Mega Buster

Press ○ to fire. By upgrading it, you will become stronger.

SPECIAL WEAPONS The weapons you can arm are strong but are limited in the amount of ammo available. The available weapons power is shown in the Special Weapons gauge (p 13).

If you get something that looks like a potential weapon, you should show it to Roll. Roll arms the weapons and modifies them for use.

Support System

As the game progresses, talk to Roll and bring her items you find and/or buy. Her expertise and mechanical genius may help you to discover how items work or to develop special weapons.

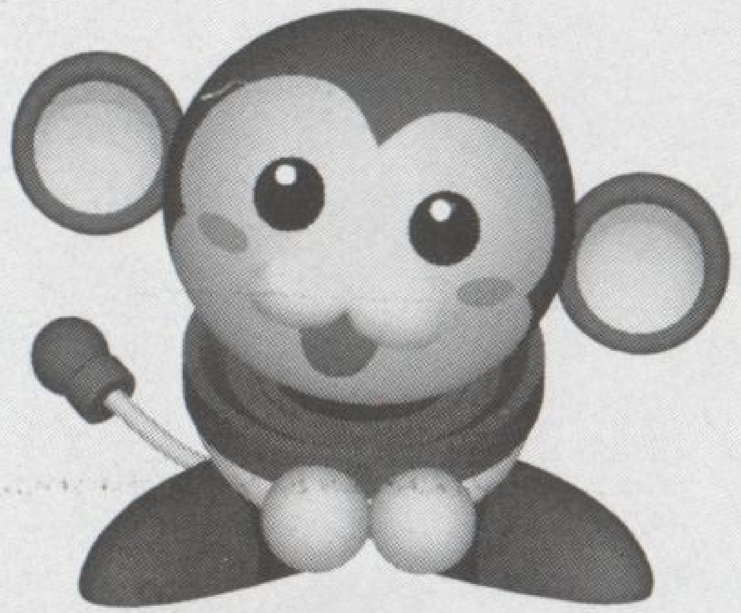
Item Development

By using items obtained by Mega Man, Roll can make new items. Talk to Roll to hear her ideas on ways to mix or use items.

Special Weapons Change

You can get new weapons for your right hand and charge them up. By giving Roll money for parts, she will strengthen your special weapons. You can customize weapons by refitting, by raising the attack power, or increasing a weapon's range.

Data



Mega Man's mysterious partner who appears in several places throughout the game, usually with Roll. Speak to him to replenish your Life Shield and to save your progress. It's certainly a good idea to talk to him whenever you see him.

Game Over

When Mega Man's Life Shield is reduced to zero, the game is over. You can restart from the point you last saved.

GAME SCREENS

Life Gauge – Indicates the remaining level of Mega Man's Life Shield.

Alarm Lamp – Lights up when enemy is on screen to attack.

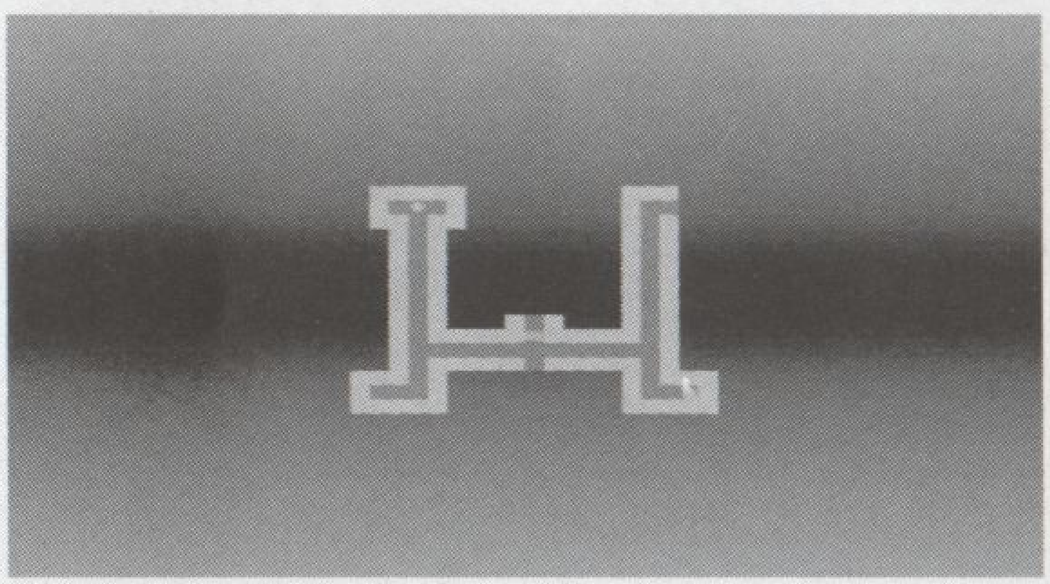
Special Weapon Gauge – Shows how much energy is remaining in right arm (only in battle area).

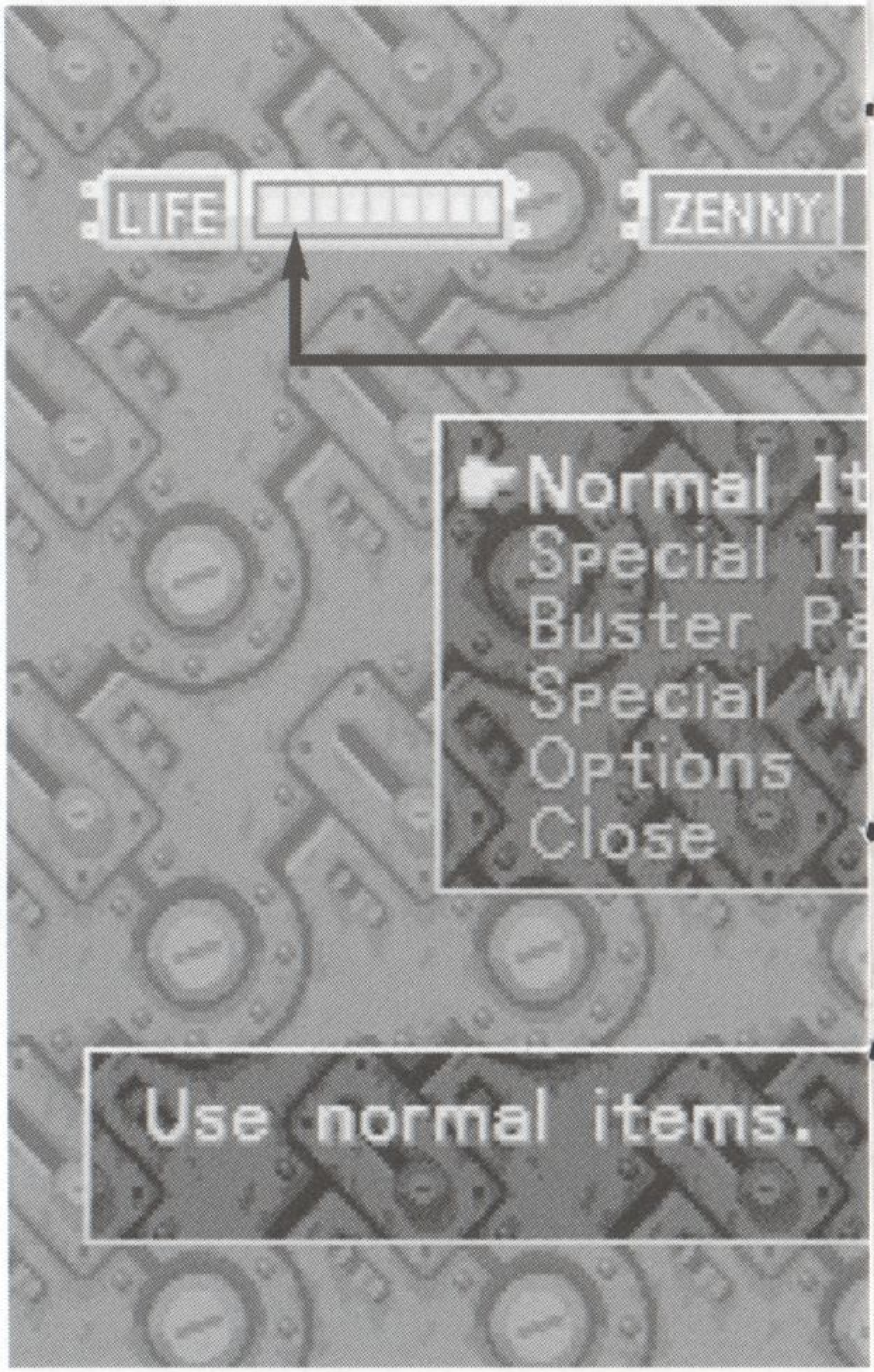
Cavern Map – Shows auto mapping of surrounding area (only underground caverns). The cavern map can be turned on or off in the Option menu.

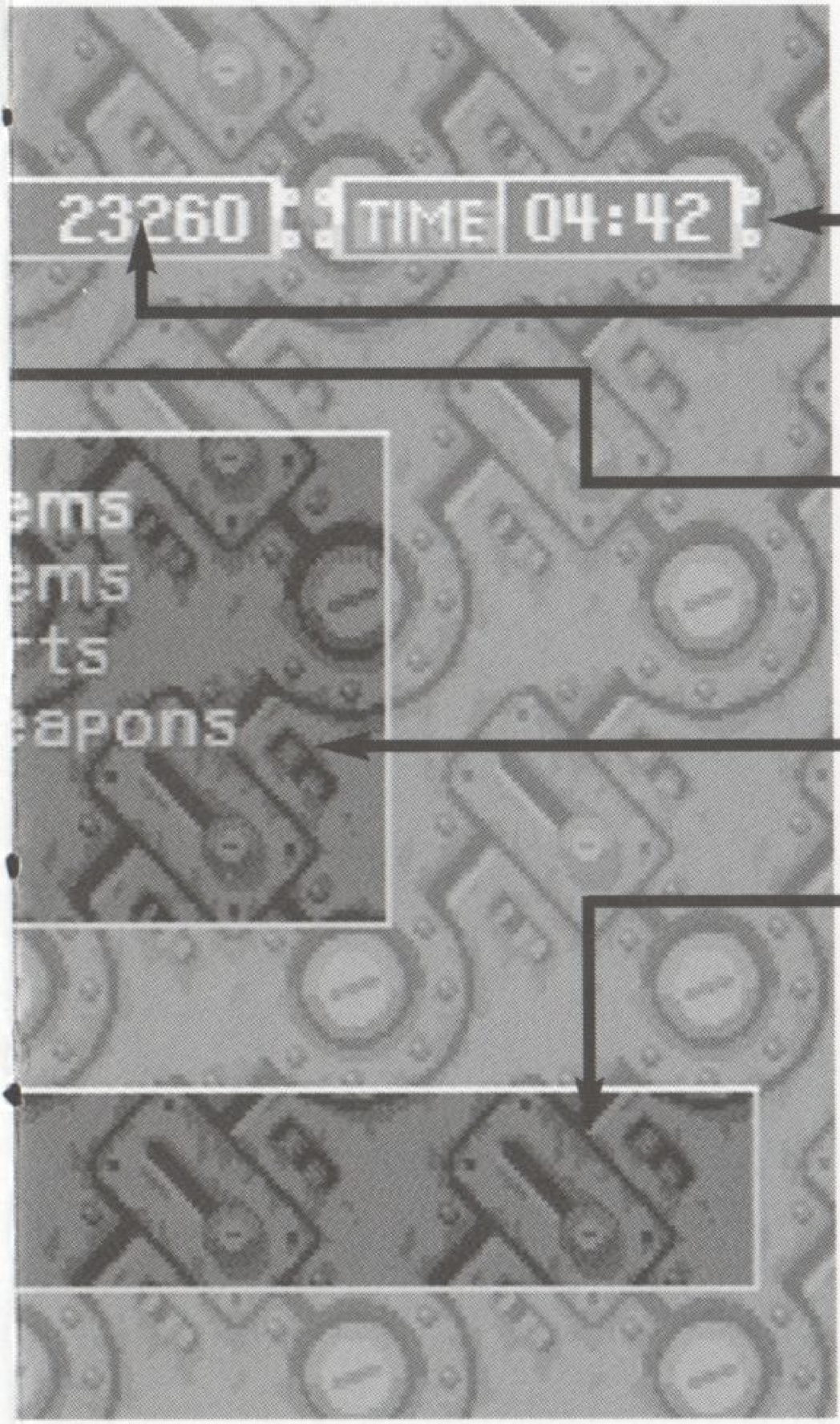
Boss Life Gauge – In battle, as the energy of your opponent decreases, the energy bar will slowly disappear.

Automapping Function

In underground caverns, a map is shown automatically. When you press **SELECT** a complete map of the entire area appears. Press **SELECT** again to hide the map and return to the game.







Current elapsed time.

Money remaining.

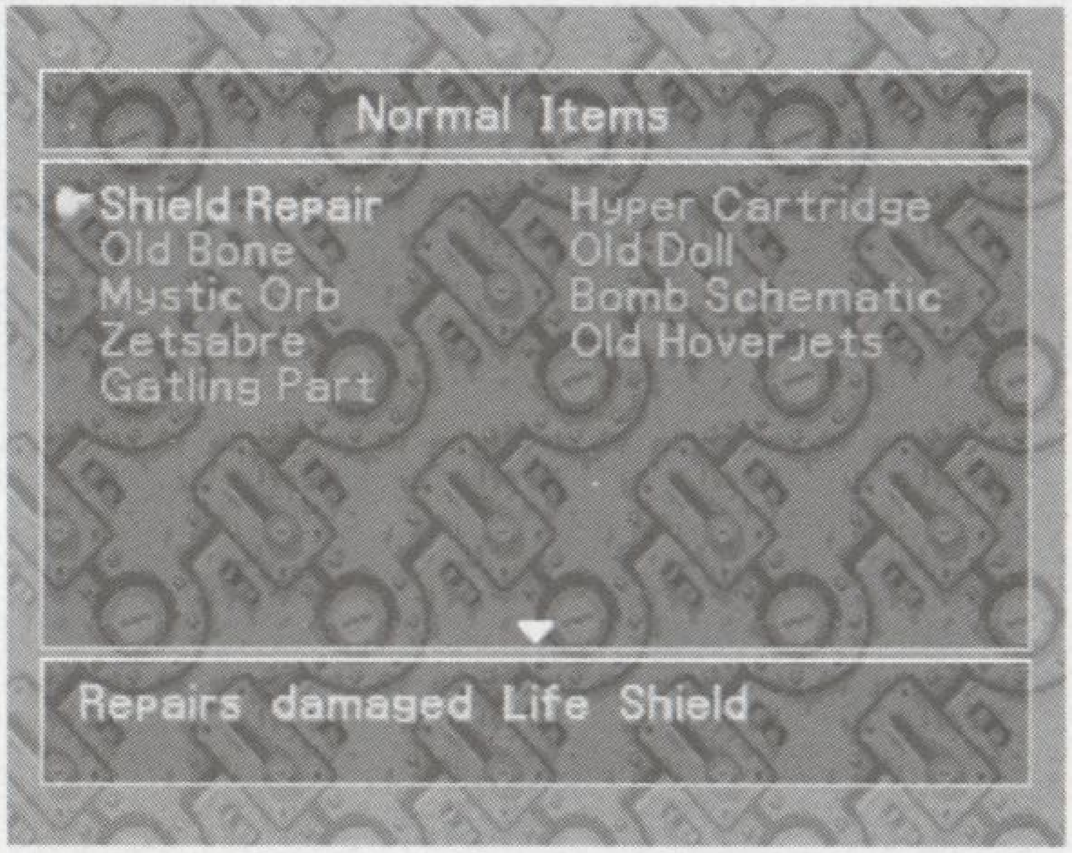
Remaining life shields.

Command window - Use the Directional buttons to move and the X button choose.

Explanation window.

While in this menu if you press the Select Button you will open up the reset option.

Normal Items



Move the cursor over different items to get a brief description. To use an item, highlight the item and press the **X button**.

Special Items

Lists the Special items found in the game.

Buster Parts

<EQUIP>
When you want to equip or un-equip, choose the part, then go on to choose the part. You can end by pressing **Start** or **X.**
<Sort>
Look up parts, if you choose to do it manually, line them up in any order you want. Otherwise they will be organized automatically.

WEAPON SPECIAL

Here you can view the status of the weapons you have equipped on your right arm. Use the **Directional buttons** to select various weapons to check their status.

ATTACK – Weapon's attack power.

ENERGY – Power energy (In case of Mega Buster,the charge lasts for one hit only, so aim carefully).

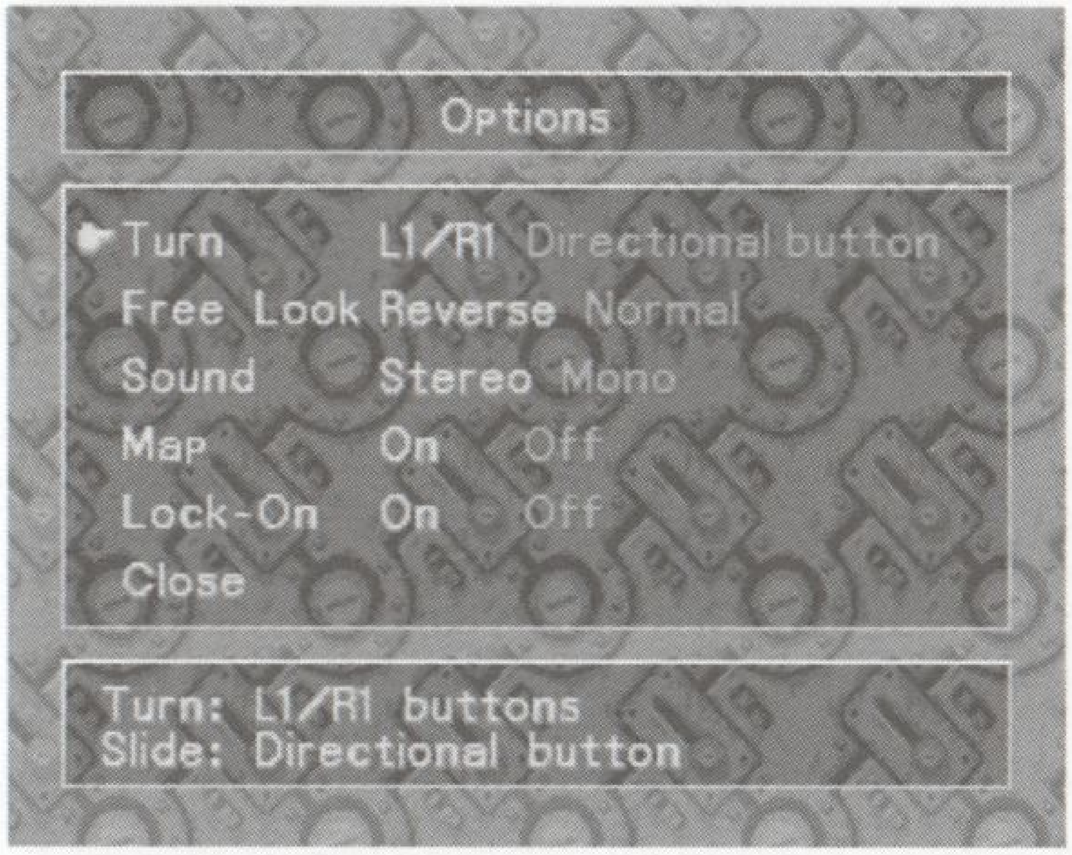
RANGE – Firing distance.

RAPID – Speed.

SPECIAL – Only in the case of Special Weapons.

Remove / Equip Special Weapons - You can remove or equip your specail item that Roll gave you. You can choose different weapons to equip by talking to Roll.

OPTIONS SCREEN



OPTIONS – The options screen can be accessed at the title screen or the game by pressing the **Start Button**. Use the **Directional buttons** to change the options.

Turn – Sets motion operation for changing direction.

L1, R1 – Changes Mega Man's direction,and does side roll/jumps when used with the **Directional buttons**.

Directional Button – Change direction left or right looking up or looking down-**R2 button** to look up or down.

Free Look- If you choose Reverse this will switch the orientation of "looking" with the direction key so that you press Up to look (or lock) down, Down to look (or lock) up.

Normal mode is the opposite of Reverse (Up to look/lock up, Down to look/lock down.

Sound – Stereo or Mono.

Map – Turns the map feature on or off.

Lock-On – This turns thė Lock On auto-targeting feature on or off.

When you are done with Options, press ○ to return to game.

BEGINNERS GUIDE

Junk Shops

There are various strengthening items in junk stores and shopping areas. There are Mega Buster power ups, support, and body armor. If you turn your weapons into a shop, there may be advantages to you later in battle.

Investigating Areas

Press ○ to investigate things you see. Try investigating many different areas and objects.

Unknown Items

Among all items, there may be some items you may not understand how to use. Try giving them to Roll for item development (p12) and something totally unexpected may develop.

Basic Strategy

Because your life is protected by the life shield, if you are shot once you will receive little or no damage. When shot repeatedly, however, you may be in trouble. If you are attacked before your life shield recovers, you will also receive damage. Sometimes it is good idea to retreat.

Weapons Strategy

Each weapon has its own advantages and disadvantages in the various battle areas. What works well in one area might not be much use in another. If you've made a mistake by choosing the wrong weapon, for example, do not keep attacking if it looks like you're outgunned. Go back to Roll and try equipping new weapons.

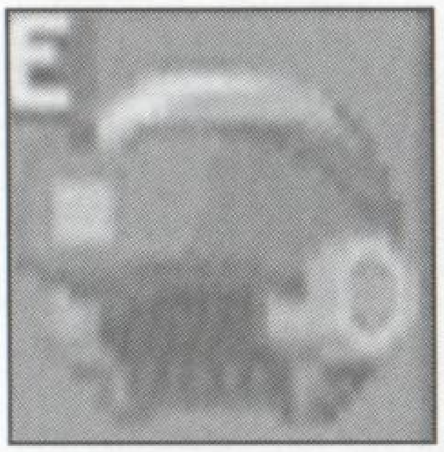
ITEMS

Deflector – An important energy resource. Small ones can be used for money, and you never know where you might find one.

Energy Cubes – The origin of all energy, the Energy Cube can replenish Mega Man's energy.

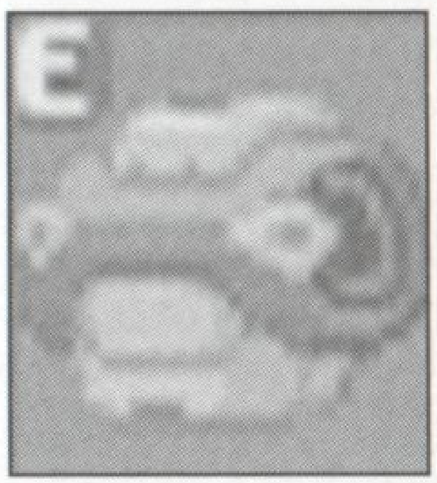
Energy Bottle – The Energy Bottle has the same energy-supplying capability as the Energy Cube, and you can drink it. The bottle itself does not go away so you can get it refilled many times at a junk shop.

Helmet Parts



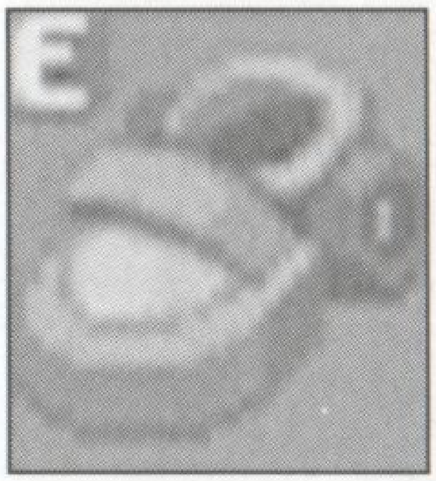
If you put this helmet on Mega Man when you are attacked, it is more difficult for an enemy to damage Mega Man. Once acquired, you can access it via the menu screen.

Armored Body



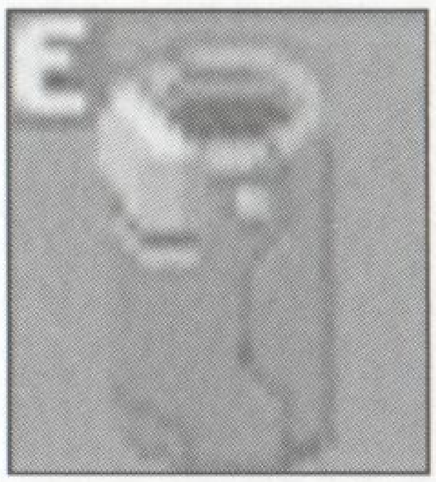
If Mega Man locates body armor and equips it, the damage an enemy causes with an attack is reduced by half.

Jump Parts



Equip these and Mega Man will jump higher.

Dash Parts



These skate parts allow Mega Man to Rollerdash (p3) You can equip/unequip Roller Dash from the Key Item screen.

SPECIAL WEAPONS

Power Buster

This is a special weapon with more power and greater range than your normal Buster weapon. It is single-shot only (no rapid fire) and is useful in long-range battles.

Machine Buster

The Machine Buster is a rapid fire weapon ideal for close range battles with multiple enemies.

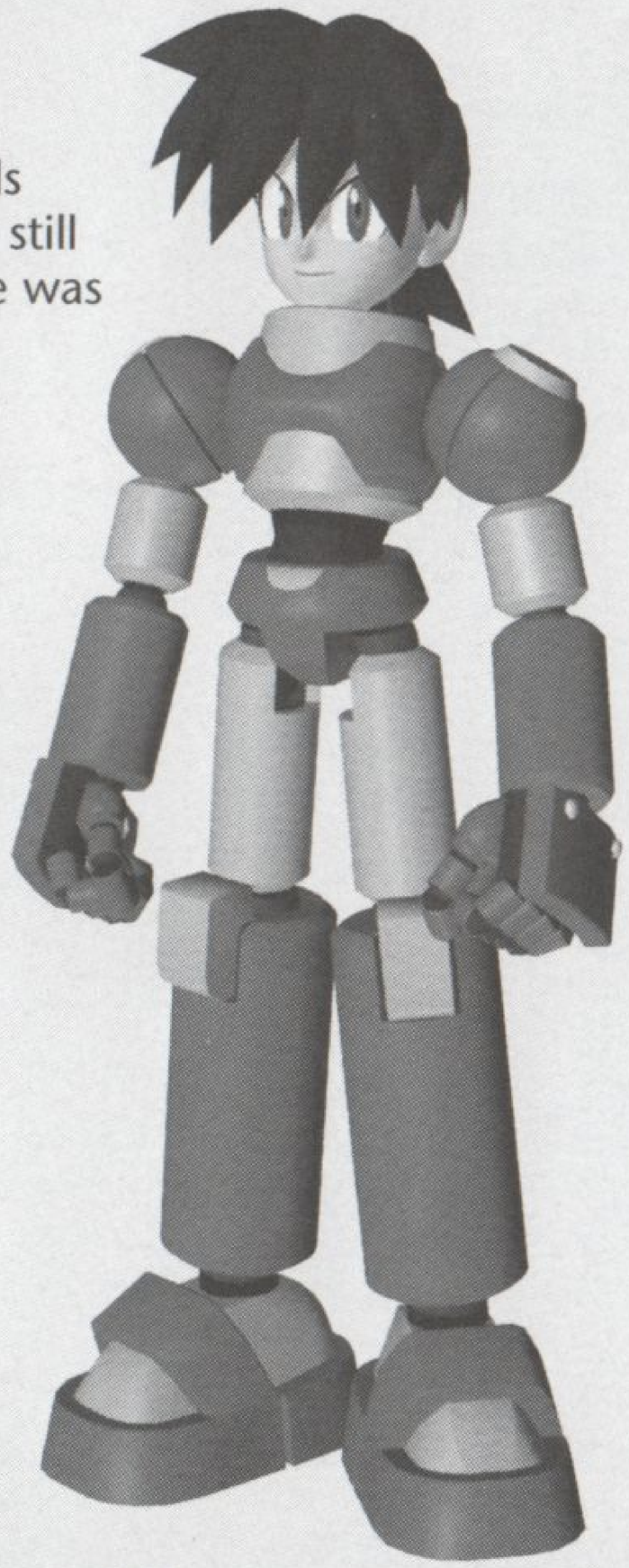
Spread Buster

This is one of the most powerful weapons available, capable of firing multiple shots in several directions simultaneously.

CHARACTERS

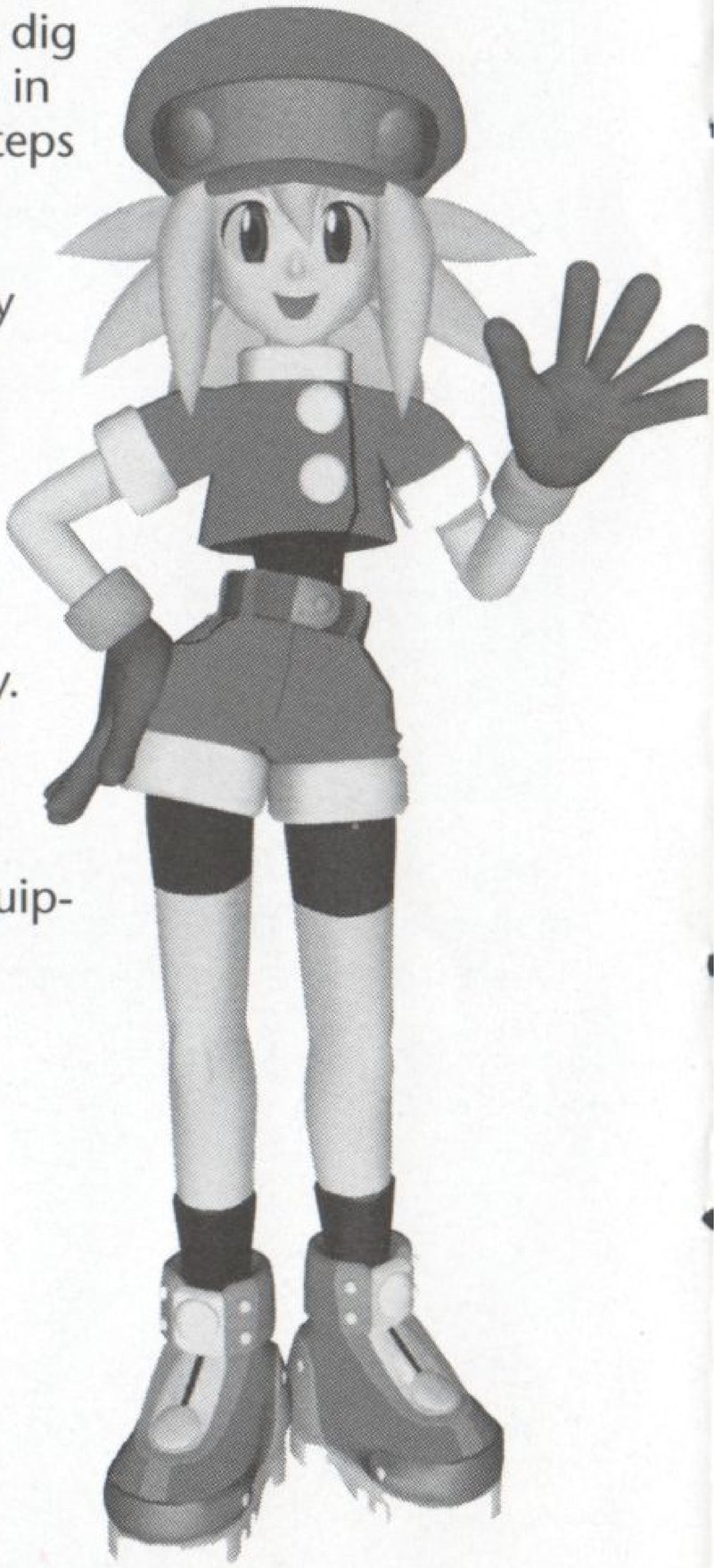
Mega Man

14 years ago he was discovered by Barrel and raised as his son. Now he is a digger for the Casket family. The leading diver that explores a dig site, he has many special skills and abilities. It is still unknown why he was originally abandoned as a child.



Roll Casket

Mega Man's 14 year old best friend and companion. When Roll was still a baby her parents disappeared while exploring a dig site. She grew up in her parents footsteps excavating dig sites with the hopes of someday discovering what happened to her parents. She is a mechanical genius and loves to repair broken machinery. During a mission, she assists Mega Man above ground as the equipment operator.

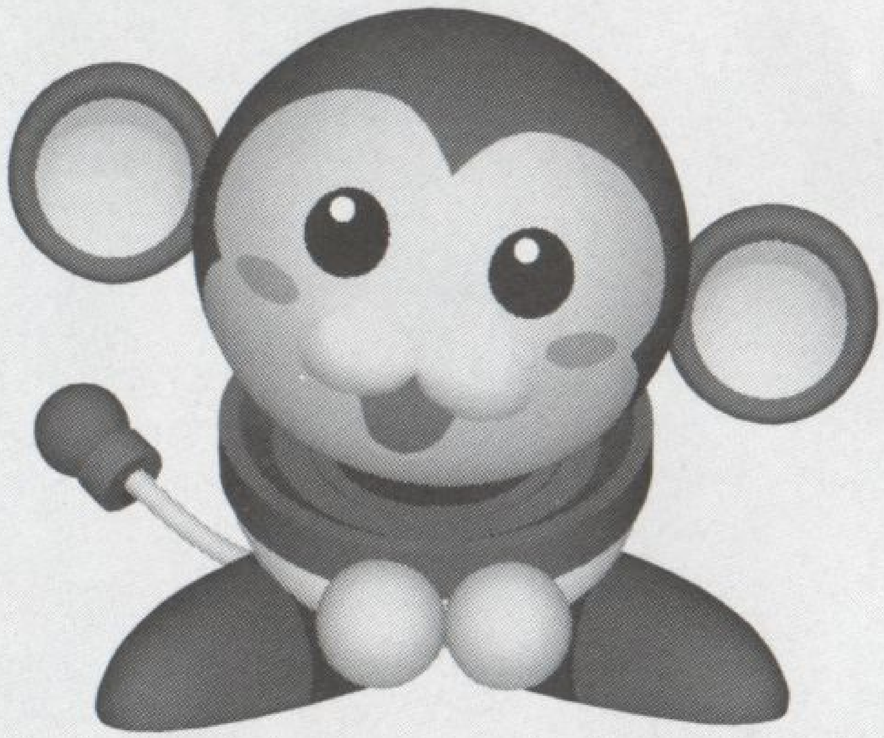


Barrel Casket

Roll's grandfather. Once a well-known, very successful digger, he is now retired. He uses his vast knowledge and experience to advise Mega Man and Roll on their explorations.

Data

A mechanical monkey who has been at Mega Man's side ever since he was found. Data only speaks in gibberish, and Mega Man is the only one who can understand him.

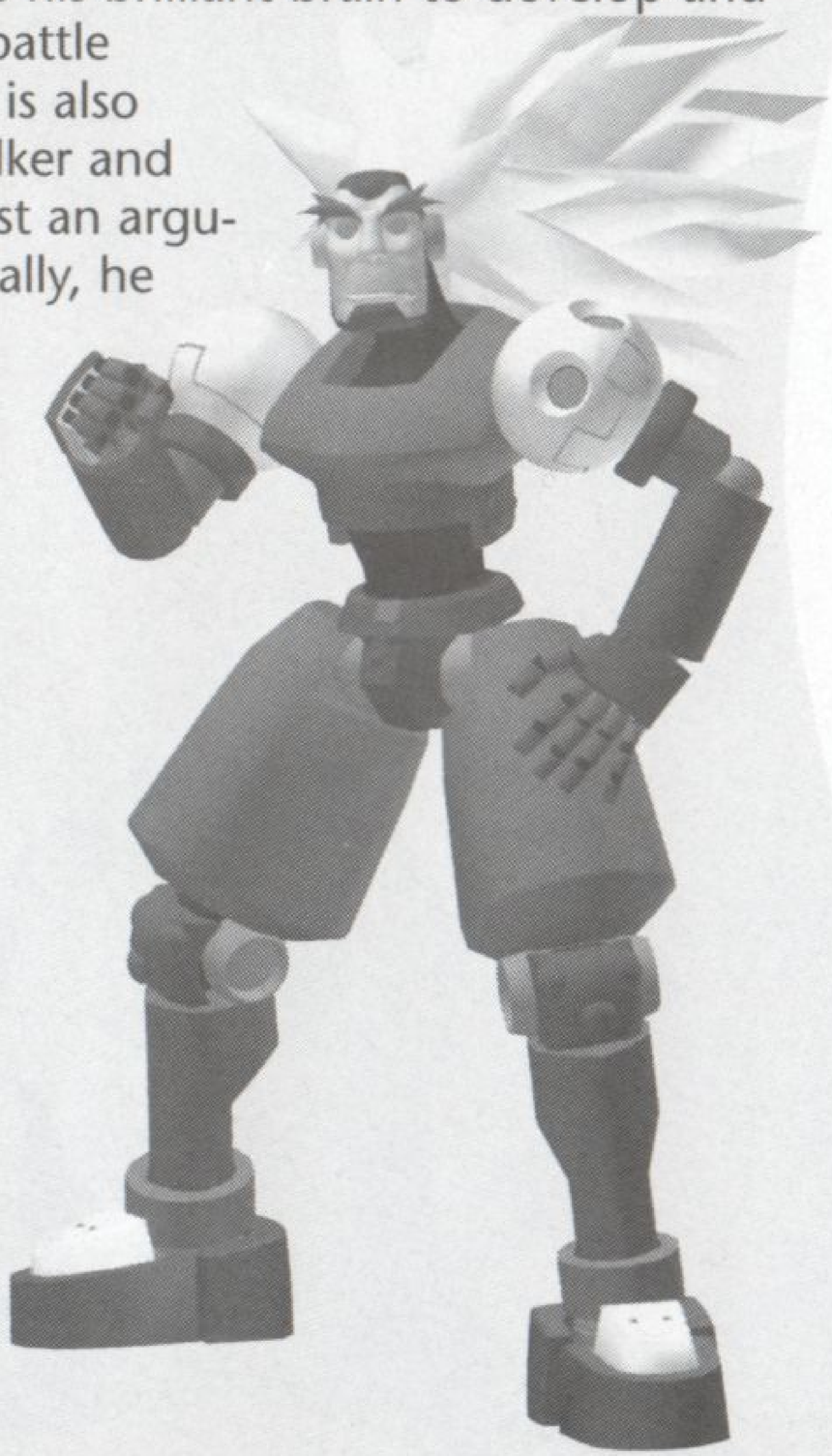


THE BONNE BROTHERS

The Bonne Brothers are a group of air pirates who plunder treasures from successful diggers and passing air ships. Their group consists of the following members:

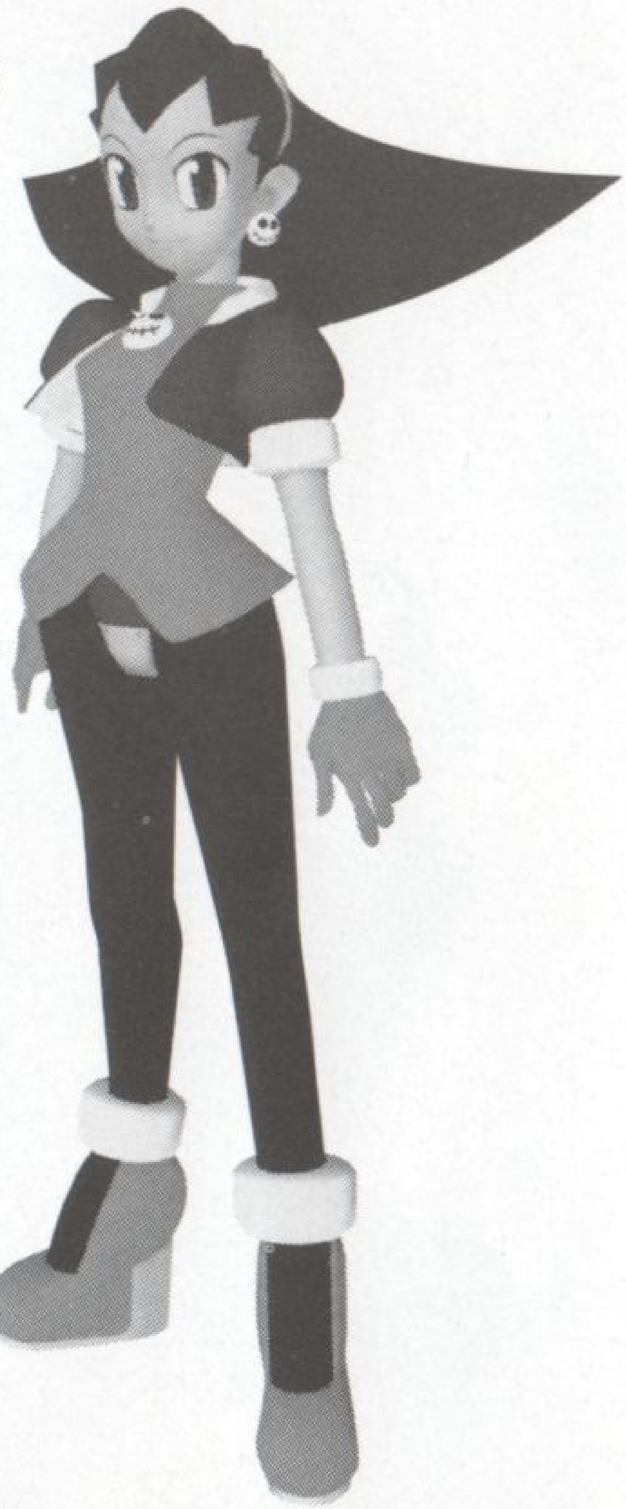
Big Brother Teasel Bonne

The notorious leader of the Bonne Brothers, who likes to steal treasure in a flamboyant way. He uses his brilliant brain to develop and implement battle strategy. He is also a smooth talker and has never lost an argument. Ironically, he has a secret affinity for animals, toys and models.



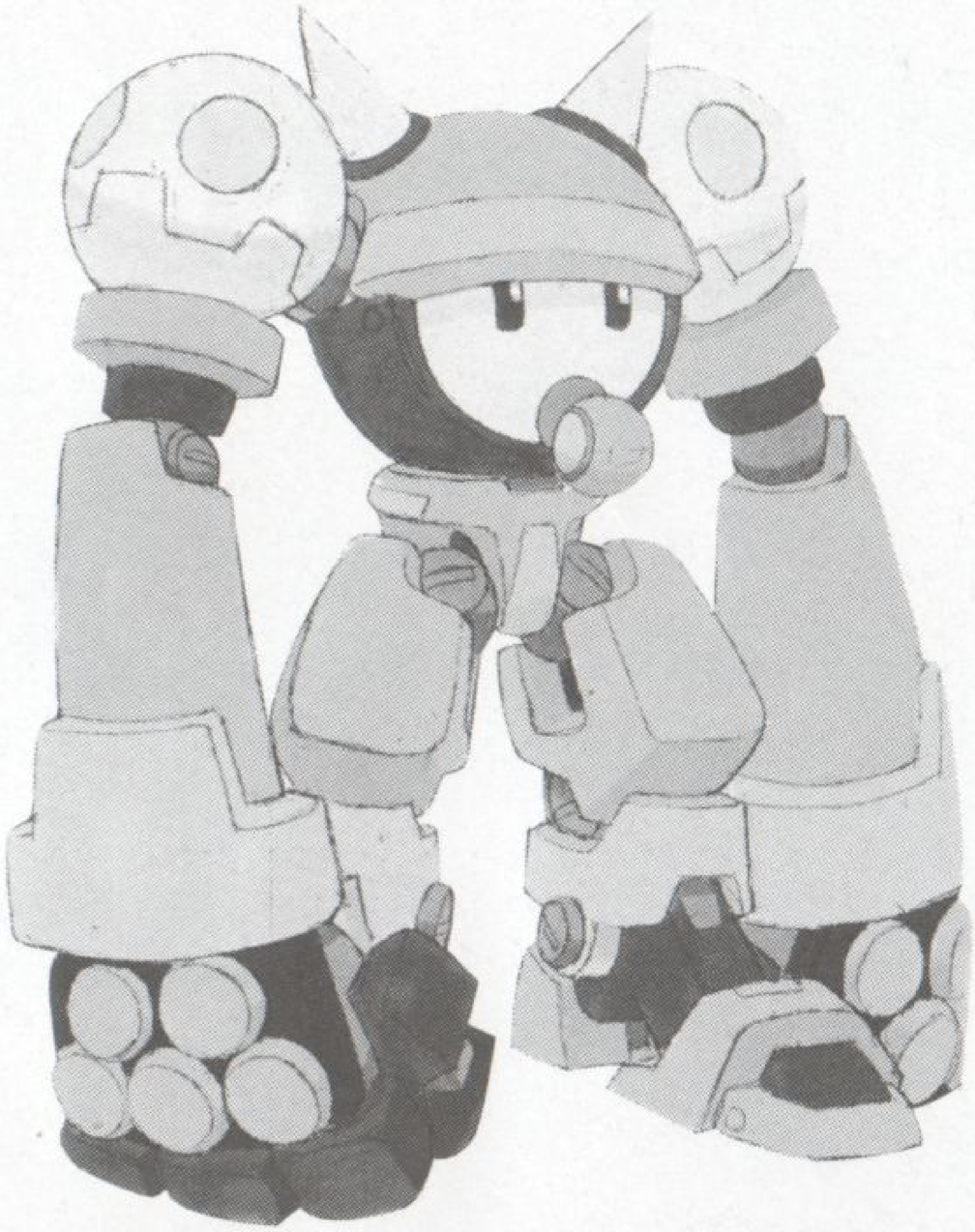
Tron Bonne

The 14 year old, eldest daughter of Teasel Bonne. She is a mechanical wiz who is in charge of repairing and setting up the Bonne's fighting machines and maintaining the Bonnes Brothers' flying ship.



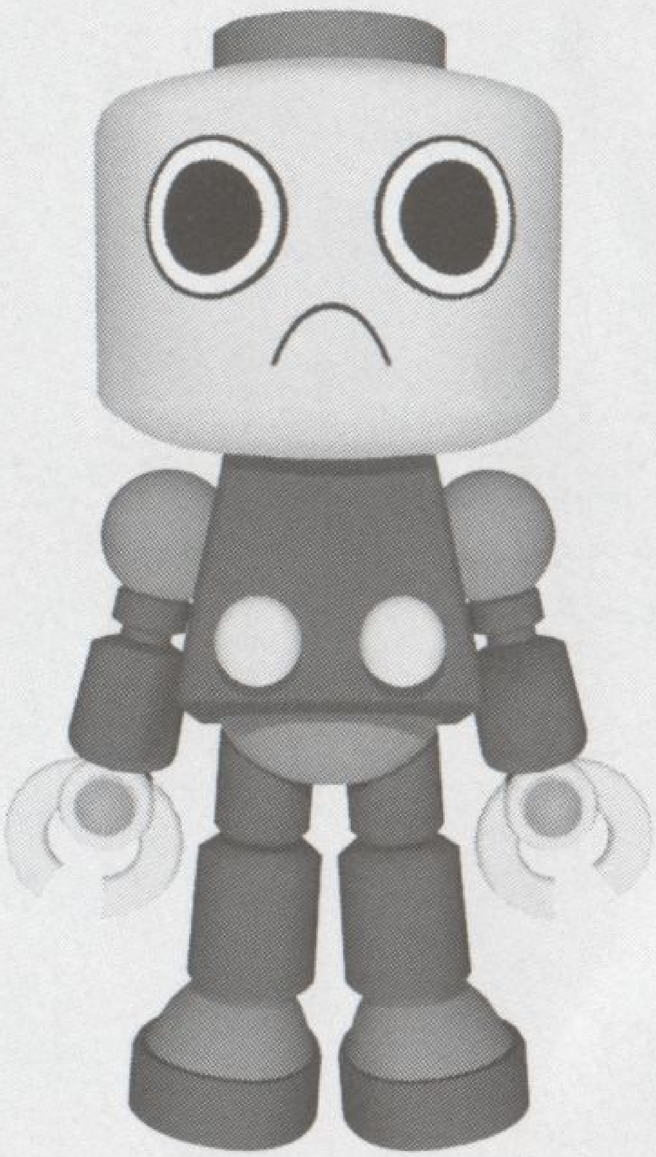
Bomb Bonne

The youngest member of the Bonne Brothers. His unusually big size hides that fact that he is really a big baby.



Servebots

These little robots are controlled and mechanically operated by Tron to fight . There are 40 of them, each with numerous characteristics.



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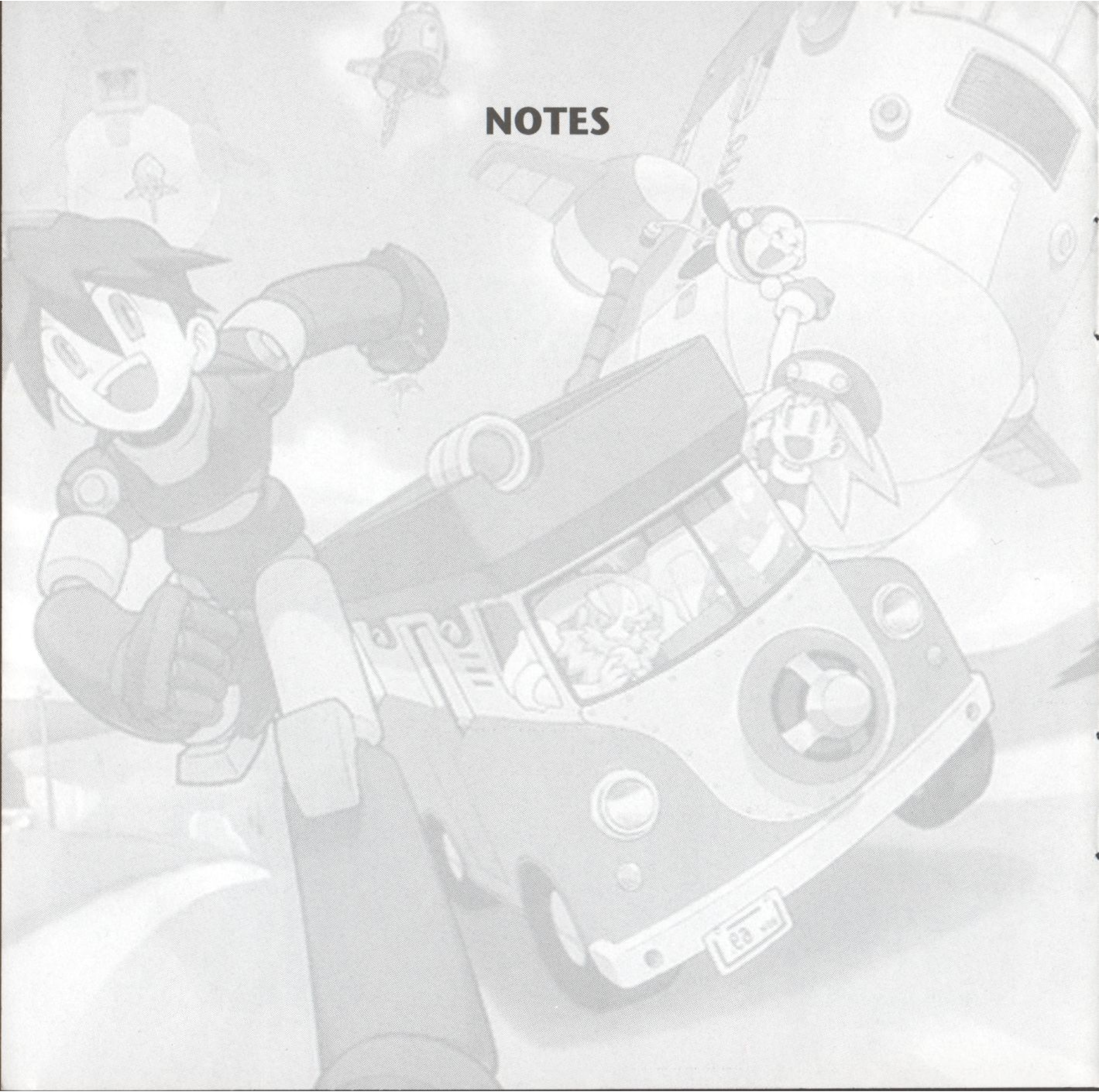

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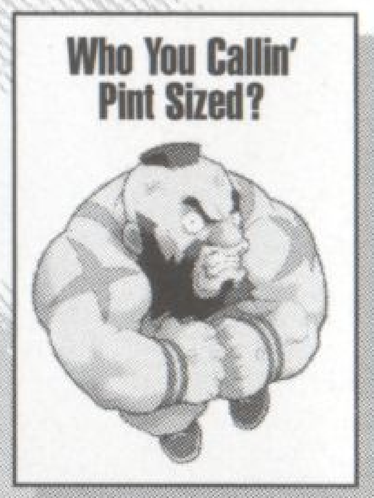

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Credits: Translation: Marion Clifford, Katie Bridges/Benneman Translation Center; Creative Services: Priscilla McGee, Michi Morita, Jennifer Deauville, Marion Clifford; Marketing: Todd Thorson, Sean Mylett and Robert Johnson; Manual Design: John Verducci/Studio eM; Package Artwork: Mark Galarneau; Package Design: Michi Morita; PR: Melinda Mongelluzzo, Matt Atwood; Special thanks to: Tom Shiraiwa, Miki Takano, Robert Lindsey, Elisa Mathez, Jill Uebel, Robert Johnson, Tina Kowalewski, Lance Luu & Nate McIlvain Williams.

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